MATCH BLUR SYSTEM AND METHOD

ABSTRACT

A method for blurring in signal processing, for example, in digital film processing, is performed with digital artifacts. The digital artifacts are derived, such as by scanning, and include a noisy artifact and a less noisy artifact. The artifacts are subdivided into a plurality of windows, with each window being subdivided into a plurality of squares. The squares of the noisy artifact and of the less noisy artifact have spatial correspondence, as do the respective windows. The method includes determining a difference between a square at a centrum of a window of the less noisy artifact and another square within the window of the less noisy artifact, weighting a value for the square based on the difference, summing all of the values for the square as so weighted, multiplying a value for the square of the window of the noisy artifact by the result of summing, summing all of the results of multiplying for each square of the window of the noisy artifact, and dividing the result of summing all of the results, by the result of summing all of the values for the square. The method can also include multiplying certain values by a percentage to limit over-expression of certain properties exhibited in certain of the artifacts, for example, magenta mottle.

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